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Date:	Fri, 8/29/2014 7:36:57 AM
Subject:	The research behind game-based learning

The research behind game-based learning

Games improve knowledge acquisition

Because games are active and participatory, they can motivate people to learn and increase their long-term knowledge. For example, one study in the Netherlands by Huizenga, Admiraal, Akkerman, and Dam (2009) found that students who played a game about medieval Amsterdam learned 24% more than those who used traditional methods.

Games improve grades

Numerous studies have shown learning is more effective if it's accompanied by games. For example, Richard Blunt (2009) of Advanced Distributed Learning found that in three American universities, students who learned through games had better grades than those who didn't: some 70% of game-playing students scored As, compared to less than 40% of non-game-playing students. At the elementary school level, Marc Prensky (2001) reported that students who played games performed 24 to 50% better in vocabulary and math than students who did not.

Start today's training

Sources:

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2. Blunt, R. (2009), Do Serious Games Work? Results from Three Studies. eLearn, Issue 12.
3. Prensky, M. (2001), Digital Natives, Digital Immigrants Part 2: Do They Really Think Differently? On the Horizon, Vol. 9, Issue 6: 1–6

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